Rule Book

Prologue

Scourge of the Valley for hundreds of years, the Dead King has quietly amassed power, unchallenged by the denizens of the Valley.

But he now moves into our cities, bent on changing the world as we know it. Instead of life, singing, and the joy of children laughing in our streets, our cities will be plagued by death.

Some have tried defeating him, but none have yet succeeded. All who go up against him eventually fall to his power, and join his ranks in the Bone Legion.

I fear the population is close to deserting this valley, for the Bone Legion led by the Dead King now moves, seeking to destroy life wherever he can find it.

Please help us...

HEXPLORE IT®

mariucci J designs

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Welcome

Welcome to the Valley of the Dead King, the first volume in the HEXplore It gaming universe. We're proud to bring you to the Runecrest Valley, where you'll create powerful heroes capable of overthrowing the Dead King, a vile entity bent on destroying all life.

The Object of the Game

- The heroes win the game when they defeat the Dead King (the Level 10 Boss).
- The heroes lose the game if the Dead King is alive when all heroes in play die.

Dry Erase Markers

Several dry erase markers are included in the game. Please note that the following game components are laminated and can easily be erased: the Role Cards, Boss cards, Battle Mat, and Game Placards.

Dice

Hex Die (six-sided): Shared between all players, the hex die is numbered 1 through 5, and the hex is considered to be a result of 6.

Skill Dice (ten-sided): Each hero receives three Skill dice. They are each numbered 2 through 10, and the hex is considered to be a result of 1. Generally, you'll want to roll low on these (unless you're rolling for damage).

Setup

Setup: Overview

1 Choose your hero, then fill in your Role mat

- Each player selects a Role and a Race.
- Fill in your Role mat, with scores modified by the Race you selected.
- Starting Gold is based on the number of heroes playing:
  - 24 Gold per hero in a 1-2 hero game.
  - 16 Gold per hero in a 3-4 hero game.
  - 8 Gold per hero in a 5-6 hero game.
- Starting Food is equal to 2 times your hero's Food Rating.

2 Set up the Game Board

- Place the four quadrants (A-D) in any orientation you choose.
- Shuffle and place each deck.
- Draw 5 Circumstance cards and lay them face up across the Circumstance bar.
- Draw 5 Quest cards and lay them face up across the Quest bar.

3 Roll Starting City & visit the Market

- Roll the six-sided die to determine the heroes' starting position on the map.
- Spend your hero's Gold in the Market before the first Game Turn begins.
- Purchase items, extra Food, and Gear Upgrades to enhance your hero.

1 Choose your Hero

Each player selects their hero by combining two character options: their Role and their Race. A player's Role is their profession while their Race defines their heritage and species. This combination drives their strengths and weaknesses, defines their special Abilities, and determines their play style.

Each role is color coded to represent one of five categories:

Burgundy:	Striker (Damage)
Green:	Assist (Buffer)
Blue:	Healer
Purple:	Sapper (Debuffer)
Brown:	Utility (Specialty)

Select your Role

You'll use your dry erase marker to record all of your hero's stats on your Role card. Select a Role randomly, or deliberately choose one. Once you've chosen one, grab a marker and fill in your hero's name and Favored Opponent. Then, add your Racial Modifiers to your Base Scores (the small brown hexes adjacent to each stat on your Role Card). The example shown below is the Sorcerer (Role) + Troll (Race).

Select your Race

Races offer unique bonuses which compliment your Role. Select a Race randomly, or deliberately choose one. Players may share the same Race if they'd like. If you do, you'll need to share the Race card.

Favored Opponent

You excel against this foe. When facing it, you deal extra Health or Energy damage to your opponent (see page 45 for detail). Record this on your Role card.

Racial Modifiers

These are the Vitals, Abilities, and Skills that are modified by your Race. When you're ready to create your hero, add your Racial Modifiers to your Role Base Scores (see page 8).

Racial Ability

Each Race has a unique special Ability which consumes either Health or Energy to use. These Abilities may be used at any time (as specified), usually once per Game Turn (see page 26).

Food Rating

This is how much Food you'll consume if you fail your Survival roll each Game Turn. Record this on your Role card.

Role Mat Explained

Stats

Each hero has the following stats: 2 Vitals, 4 Abilities, and 3 Skills.

Ranks

Ranks are the numbers you'll record inside each stat on your Role card. Each Rank evolves as the game progresses. Role ranks begin equal to the Role base score plus the Racial Modifier. If an Ability or Skill rank is reduced to 0, you cannot use the Ability or Skill until it increases.

Abilities

Each hero has four Abilities which define the action choices available to them in combat.

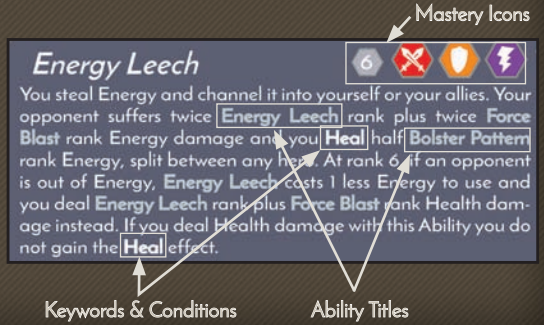
Attack (red): This is your basic attack. It costs no Energy and damages an opponent's Vital score equal to the rank. Most Role's Basic Attack can only damage your opponent's Health, but some can damage Energy instead. Vital icons show which your Role can affect.

See page 39 for more information on the Vital icons that appear on your Attack Ability.

Defend (orange): This is your basic defense. It costs no Energy and reduces each incoming attack equal to the rank. You may also use an item when you Defend (see page 37).

Masteries (purple & dark blue): These Abilities are unique to each Role. They each require one or more Energy to use. Some Masteries are also usable outside of combat.

Reading Mastery Descriptions: Each Role has two unique mastery descriptions. The Sorcerer's Energy Leech Mastery is shown below.


Mastery Icons
Energy Leech
6
You steal Energy and channel it into yourself or your allies. Your opponent suffers twice Energy Leech rank plus twice Force Blast rank Energy damage and you Heal half Bolster Pattern rank Energy, split between any heals. At rank 6, if an opponent is out of Energy, Energy Leech costs 1 less Energy to use and you deal Energy Leech rank plus Force Blast rank Health damage instead. If you deal Health damage with this Ability you do not gain the Heal effect.
Keywords & Conditions
Ability Titles

Mastery Icons: You'll find a series of icons at the top of each Mastery. The numbers denote special unlocks (defined in the Mastery description). The Ability symbols show which Abilities affect or are affected by this Mastery.

Target types: Your Masteries affect specific targets, as written in the Mastery description (see page 38).

Ability titles: Ability titles are bolded and in light gray.

Keywords and Conditions: Keywords and Conditions are bolded in white (see pages 56-58).

Skills

Each Role has three Skills and a ten-sided die for each, matching each color. They are used during the Skill phase, Event phase, and even sometimes in combat.

Navigate (green): Your hero's skill at finding their way and getting out of tight situations.

Explore (yellow): Your hero's skill of perception and awareness in combat.

Survival (light blue): Your hero's skill at surviving in the wild and avoiding dangerous situations.

Vitals

Health (indigo): Health is how much damage your hero can take. If your Health drops to 0, your hero dies.

Energy (gray): You consume Energy when you use your Masteries or Racial Ability. Enemies can damage your Energy, just as they can damage your Health. You can not use Masteries or other Special Abilities if you do not have the Energy required to activate them.

Recording Vitals: Record your maximum Vital rank inside your Vital stat. As you suffer damage, reduce the number in the "current" section. That way you won't forget what your total rank is.

Regen: You may have access to items or effects that grant a Regen value. Record the Regen value here to remind you to increase your Vital by the Regen amount.

Gold

Each hero may carry up to a total of 100 times their initial Food Rating in Gold.
A hero with an initial Food Rating of 0 may carry up to 100 Gold.

Consult the table shown at right to determine each hero's starting Gold.

# of Heroes	Gold
1-2	24
3-4	16
5+	8

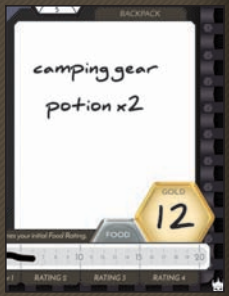
Food

Each hero may carry up to a total of 5 times their initial Food Rating
A hero with an initial Food Rating of 0 may carry up to 5 Food.

Each hero begins the game with 2 times your hero's Food Rating.

If you succeed on a Survival roll during the Skill Phase, then you must have found food in the wilderness. If your Survival roll fails and your Food Rating is 1 or more, your hero will need to consume food from your reserve. It is important to stock up, in case you fail your Survival rolls.

Gold and Food icons can be found on many cards in the game. When you see icons on cards like the ones shown here (above right), each hero receives the reward. In the example above, each hero would gain 1 Gold and 1 Food.



Items

Your hero may obtain several items while you adventure in the Valley. You can keep track of them in the backpack area of your Role mat. There is no limit to the number of items your heroes may carry.

Sharing Gold, Food, and Items

You may always share Gold, Food, and other items with your party members outside of combat. During combat while Defending, you may give a single item to another hero (see page 39).

Gear Upgrade Rings

- There is a ring of numbers around the edge of each stat on the Role cards.
- These numbers indicate the Gold cost to upgrade the rank.
- Starting at the top most edge, each increase becomes more costly, moving clockwise around the ring. For instance, in the example to the right, the first Gear Upgrade would cost 4 Gold, then the next 5 Gold, and so on.
- Abilities begin at a cost of 4 Gold, Skills at a cost of 3 Gold, and Vitals at a cost of 2 Gold.
- Heroes may only gain a total of 6 Gear Upgrades for each stat.
- Power Up cards (or other effects) are separate rewards that do not count against your Gear Upgrades.

Purchasing Gear Upgrades in the Valley

Gear Upgrades may be purchased with Gold in a City or in Bezzelquark's Black Market. Gear upgrades may not be purchased in Shrines.

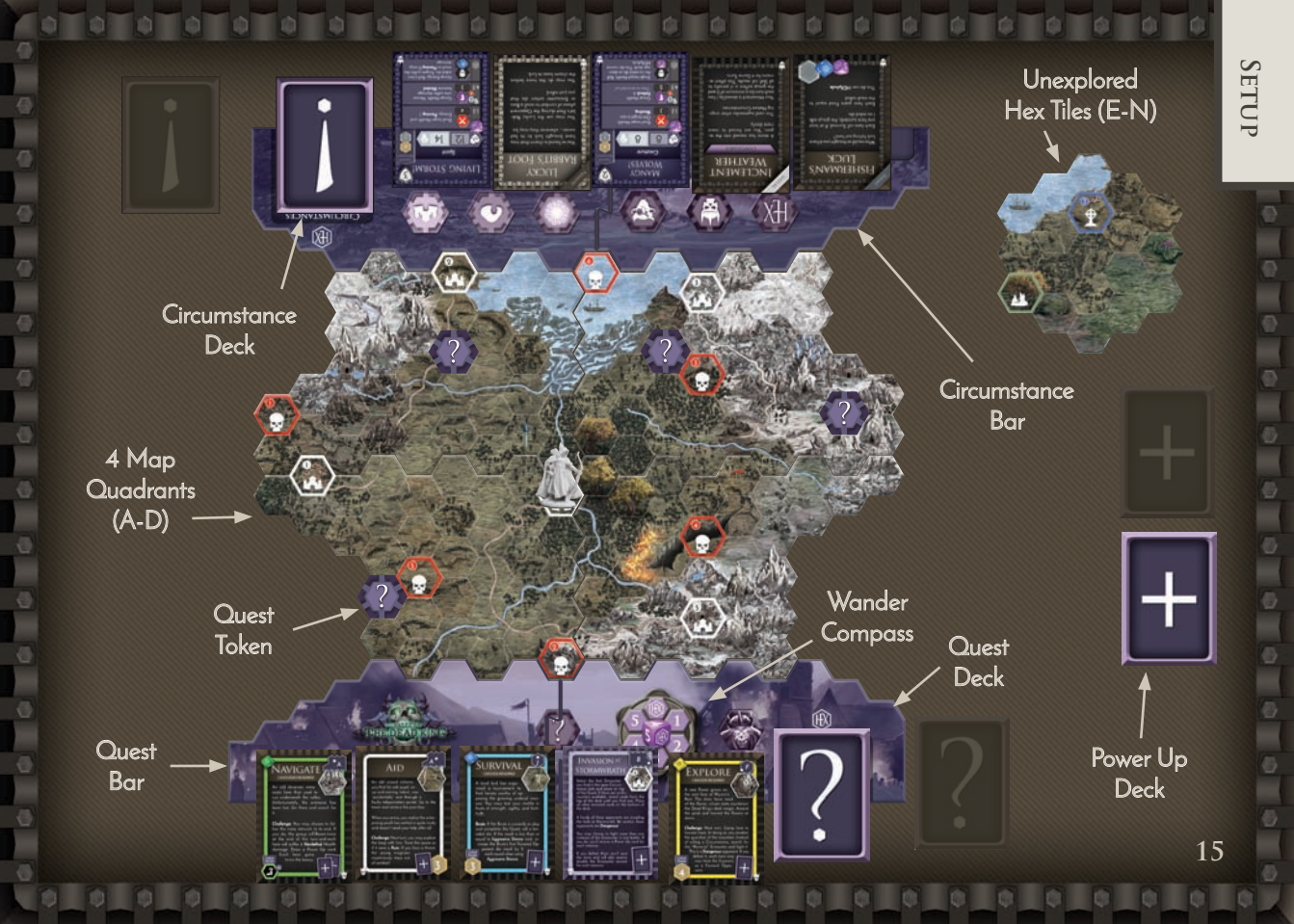
Gear Upgrades from Quests

It is possible to obtain Gear Upgrades through Quests. If you gain one, mark the applicable slot. If your upgrade ring is completely filled, you'll still gain the awarded upgrade rank.

2 Set up the Game Board

- Place the four map quadrants (pieces A-D), in any orientation you like in the middle of your gaming table (place the four quadrants as shown for your first play through). Shuffle the HEXtiles and set aside face down.
- Place the Circumstance & Quest bars along the top and bottom of your map.
- Shuffle and place the Circumstance Deck and flip 5 Circumstance cards, placing one card face up in each of the five slots on the Circumstance bar.
- Shuffle and place the Quest Deck and flip 5 Quest cards, placing one card face up in each of the five slots on the Quest bar.
- Shuffle and place the Power Up deck on the side.
- Place a Quest token on your game board on any Quest location in play.
- Give each player a green, yellow, and blue ten-sided die.
- Roll the six-sided die to determine the City your group will begin in and place the group miniature there.

Each player should have the items shown here. The six-sided die is shared between all players.


Unexplored Hex Tiles (E-N)
Circumstance Deck
Circumstance Bar
4 Map Quadrants (A-D)
Quest Token
Wander Compass
Quest Deck
Quest Bar
Power Up Deck

The Game Board Explained

The Four Quadrants (A-D)

These are the four main quadrants. When you begin the game, place these in any orientation you wish. You'll have a unique play experience with each different setup.

HEXtiles (E-N)

There are 10 additional HEXtiles to explore. When you move to a border on the game board, draw a random HEXtile and place it on the board in any orientation you choose.

The group may unlock 2 map tiles at once (see the adjacent graphic). In this case, draw 2 random HEXtiles and place both in any orientation you choose.

Placing a HEXtile does not end your movement. You may continue to move after you've placed one.

Additional Map Tiles

The game comes with several smaller tiles as well. Instead of placing a HEXtile, you may choose to draw and place one of these tiles any time you move to a border on the game board. You do not have to draw these randomly.

Terrain Types

The map contains many types of terrain. Use the below guide to determine which type of terrain your heroes are located in.

Water These locations are uncrossable (see page 25).

Marsh

Forest

Escarpment

Plagueland

Highland

Tundra

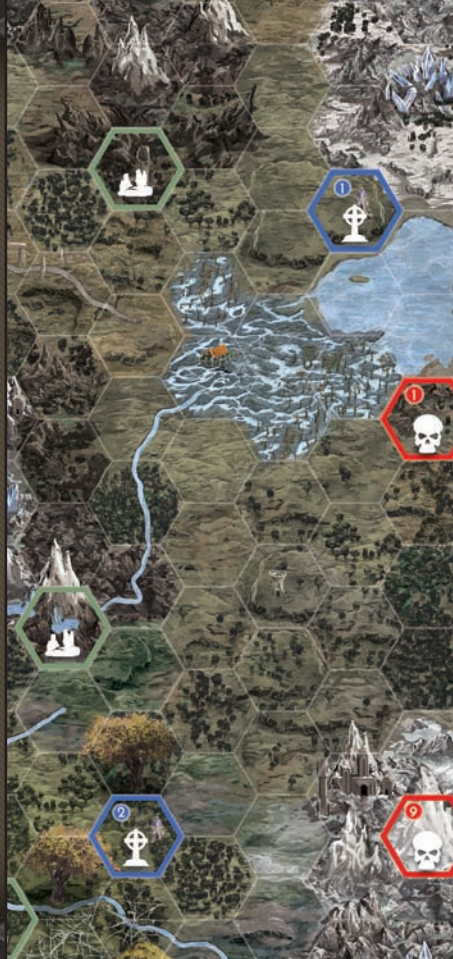
Arctic

Great Tree
Any tree that is nearly the same size as a hex.

Cave

Dwarven Fortress

Mountain Peak
Any mountain whose peak extends above the hex. These locations are uncrossable (see page 25).



Both of these minis are © Reaper Miniatures and used with their permission. For more awesome mini's check out their site:

https://www.reapermini.com/

Miniatures

Two miniatures are included in the Valley of the Dead King.

The Dead King: This mini represents the Dead King. He'll be moving across the board targeting Cities. If the Dead King ever moves to within one hex of the heroes, and he has Movement remaining, the end battle will begin.

Additionally, the heroes may choose to end movement on the Dead King's location, triggering the end battle with him.

The Group Miniature: This mini represents your heroes. You'll use it to move your group across the game board.

Game Placards

There are 4 game placards that define several mechanics and game locations. Set these aside and consult them when you need them.

Game Turn Reference

This card contains all the information you'll need to move through the Game Turn sequence.

Cities / Market

The six Cities are outlined in white. Heroes may travel here to Heal and purchase Food and equipment. Each City sells an item that appears in the Market at a discounted rate. Additionally, the Dead King targets Cities. When he arrives, it becomes a Fallen City. If one falls, place a Fallen City token on the location. At the bottom of the Cities placard, you'll find information on Freeing a Fallen City. Consult the Cities placard for more detail.

The Market placard contains many items your heroes may purchase, and includes information on purchasing Gear Upgrades. Consult the Market placard when you're ready to spend your Gold in a City.

Bezzelquark's Black Market / Market

Bezzelquark's Black Market contains many powerful items your heroes can purchase. The Black Market does not begin in play. See page 55 for more info.

The Market placard is repeated on the back side of Bezzelquark's Black Market.

Shrines / Ruins

Shrines are outlined in blue on the game board. The group can come here to Heal for free. In addition, they'll find new items to purchase and may even gain a Blessing. There are four shrines to find. Consult the Shrine placard for more detail.

Ruins are outlined in green. They are old places, full of peril and long abandoned. The group can visit a Ruins to press their luck, hoping to find adventure or riches. There are seven ruins to find. When a Ruin is completed, place a hex token on the location (see page 22).

GAME TURNS
MOVEMENT
SKILL
CIRCUMSTANCE
EVENT
DEAD KING
BEZZELQUARK'S BLACK MARKET
SHRINES
THE MARKET
Item
Gold
Description
Use
Rations
Each Ration purchased equals 2 units of Food. 4 Food can be sold back for 1 Gold.
Once
Potion*
Heal 3 Health and Energy.
Once
Luck Stone
Use this stone to reroll any 1 die outside of combat or discard and redraw up to 3 open Circumstances or Quests. Only one may be used per hero per turn.
Once
Handy Elixir*
Regen 3 Health and Energy for 3 combat rounds or Heal 6 Health and Energy outside of combat.
Once
Camping Gear
Heals 1 Health and 1 Energy before the Movement phase of each Game Turn. This item only affects one hero. May be purchased once per hero.
Permanent

3 Roll Starting City

At the beginning of the game, roll the six-sided die to determine where your group begins on the map. For instance, if you roll a hex, you'll start on the location shown here.

- There are 6 numbered Cities on the map, outlined in white.
- The group may turn in completed quests, purchase Items and Gear Upgrades, and obtain new Quests.
- One hero may spend 1 Gold to heal the entire group.
- Each City contains a Market where heroes may purchase items.
- In addition to selling all standard items, each Market sells one item at a discounted rate. Refer to the Cities placard for detail.
- Cities are also targets for the Dead King.
- You may spend your Gold in the City before you begin the game.

Obtaining Quests

Each time you arrive at a City, you may turn in any completed Quests and draw new ones to replace them. You may also turn in Quests (and obtain more) at Shrines, but you may only turn in 1 per turn there. For more information on Quests, see page 54.

Location Tokens

Hex Token: These tokens show you which bosses (or other event locations) you've cleared. A location with a hex token becomes a normal location.

Quest Locations: These tokens are placed on your current Quest locations.

Fallen City / Shrine: These tokens are placed on Cities or Shrines that the Dead King has visited, which have now fallen to his power.

Dead King Target: This token is used to show the Dead King's current target.

Bezzelquark's Black Market: This token is the 7th City, Bezzelquark's Black Market, which moves around the game board.

The Cave: This token is the Cave, a unique Circumstance card. Fight your way through several Circumstances for double the reward.

The Frozen Portal: This token is the Frozen Portal, a unique Circumstance tied to the Cryovern, the 8th Boss. Enter the treasure chamber at your own risk.

The Fortification: This token is the Fortification, a castle which can be built by the players. It becomes their home base. Look for details on the Market placard.

Game Play

Game Turn Overview

1

Move your Heroes (together as one group)

- Your group begins play moving at a rate of 4 hexes per turn.
- Choose how you'll move this turn: Normal, Cautious, Reckless, or Camp.
- Consult the Game Play placard for detail on each type of movement.

2

Roll Your Skills (each hero rolls their own Skills)

- How you move this turn affects which Skills you'll roll as well as any bonuses or penalties you'll gain.

3

Roll a Circumstance (one player rolls)

- If you are on a City, Shrine, Ruin or Boss location, skip this phase.
- The Circumstance is a random situation your group will face.

4

Settle an Event

- If you are on a City, Shrine, Ruin, Boss, or Quest location, you'll consult its corresponding placard or card and complete the Event.

5

Villain: The Dead King

- The Dead King either selects a target or moves toward his target.

Next Game Turn

1 Move your Heroes

- Your heroes travel the board together in one group.
- You begin play moving up to 4 hexes per turn (you may move less if you choose).
- There are four types of Movement, defined on the Game Play placard.
- If you move to the edge of the board, add a new HEXtile (see page 16). Placing a HEXtile does not end your Movement.

Uncrossable Terrain

There are some tiles that you may not move into. Mountain Peaks or open Water hexes are initially uncrossable by the heroes. You may obtain items in the Market to allow Movement across them.

Moving Cautiously

If you spend up to your entire movement following a river and/or road, or if you move only one hex during the turn, you are Moving Cautiously. Moving in this fashion ensures you are in no danger of Wandering (see page 29).

While Moving Cautiously, you may also choose to discard the Circumstance card played during the Circumstance phase of the Game Turn (see page 30). This is the reward for moving carefully!

2 Roll your Skills

- During the Skill phase, each hero rolls their Skill dice at the same time. If each roll result is less than or equal to the hero's matching Skill rank, the roll is successful.
- A roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds.
- Starting at rank 12, and every rank thereafter, the Critical Success range increases by 1 (hex or 2 at rank 12, hex through 3 for rank 13, hex through 4 for rank 14, etc).
- A roll of 10 always fails and is a Critical Failure.
- If all three Skill results are hexes, you are exceedingly fortunate and you may draw 1 Power Up card and give its bonus to all heroes!

Navigate Skill

- If the group has Moved Cautiously (see page 25), the group may choose not to roll the Navigate die during the Skill phase.
- Half of the heroes (rounded up) must succeed this roll to avoid Wandering.

- If any hero rolls a Critical Success on their Navigate Skill, they save the group from Wandering this turn.

Wandering

If the group Wanders, roll the six-sided die. The group has missed their target, and now moves one additional hex in the direction indicated in the Wander Compass. For instance, if a 3 is rolled, the group Wanders into the hex south of their current position.

If the group Wanders into an Event location (a City, Shrine, Ruin, Boss, or Quest), the Event is played normally. If the group's Wander result would place them off the map or on impassable terrain (a Mountain Peak or open Water), they instead remain where they are on the game board.

Roaming

Some effects will force or allow the group (or other game pieces like Bezzelquark's Black Market) to Roam. When this happens, roll the six-sided die twice. The first result becomes the direction of Movement (shown on the Wander Compass), and the second becomes the number of hexes moved.

Wander Compass

Explore Skill

- If your Explore roll succeeds, your hero gains 2 Gold worth of treasure.
- If your Explore roll fails, you've found nothing but dirt.
- If you roll a Critical Success on your Explore Skill check during the Skill phase, your hero gains 2 Gold and you find an excellent place to make camp. Each hero **Heals** 1 lost Health.

Survival Skill

- If your Survival roll succeeds, you forage well enough in the wilderness and do not need to consume Food this turn.
- If your Survival roll fails, you must consume Food from your inventory equal to your Food Rating.
- If your Food Rating is 0, you may choose not to roll the Survival die during the Skill phase.
- If you roll a Critical Success on your Survival Skill during the Skill phase, your hero need not consume Food, and either: each hero **Heals** 1 lost Energy, or you end an Affliction card affecting the group. If multiple heroes roll this, each hero may apply one of the bonus alternatives.

Starving

If a hero fails their Survival roll and doesn't have enough Food for the turn, they begin to Starve. After the Skill phase during the first Game Turn in which you have less Food than you need to eat, mark the first of three levels on the Starving meter indicated by the Energy symbol. After the Skill phase of each subsequent Game Turn with inadequate Food, cross off the next symbol (moving left) on the Starving meter. You may only gain one level of Starving per Game Turn, unless otherwise stated.

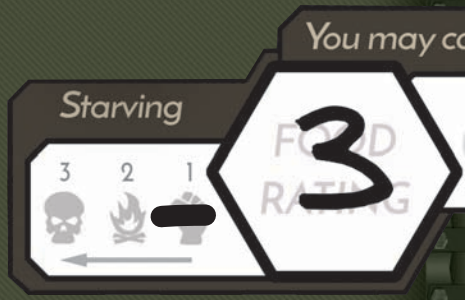
Starving Level 1: Your hero cannot use Energy. Place a mark over your current Energy as a reminder that you cannot use Energy.

Starving Level 2: Your hero cannot use Energy nor roll Survival (all Survival rolls Critically Fail). Place a mark over the Survival die graphic as a reminder that you cannot roll Survival.

Starving Level 3: Your hero dies.

Starving heroes must consume any Food they receive. To end a level of Starving, purchase or gain Food equal to your Food Rating and immediately consume it. In doing so you will lose one level of Starving. If you are still Starving, next turn consume your Food Rating in Food again to shrug off the effect entirely.

Starving is not a Condition, and thus cannot be removed by items or effects that remove Conditions.



Starving Meter

You can always share Food, Gold, and items freely to members of your group while outside of combat.

3 Roll a Circumstance

- A Circumstance is rolled (the six-sided die) after the Skill phase unless you end Movement on a City, Shrine, Ruin, or Boss location. If you end Movement on one of these locations, skip this phase.
- There are 5 open Circumstance slots along the Circumstance bar.
- A roll of a hex requires a blind draw from the Circumstance deck.
- Discard any Circumstances played and refill any open slots at the end of this phase.

Cautious Discarding

If the group Moved Cautiously this turn (see page 25), you've traveled carefully and may choose to discard the Circumstance instead of playing it. Refill the open slot afterwards.

Unavoidable cards

Cards with the "Unavoidable" ribbon may not be avoided when you roll them during the Circumstance phase, even if you Moved Cautiously.

Circumstance Types

Afflictions: Afflictions are negative Circumstances that effect the group. You may be affected by more than one Affliction at a time. Affliction cards remain active for a number of turns specified on the card. They can be removed in one of a few ways; if a hero rolls a Critical Success on their Survival Skill during the Skill phase or if the group visits a Shrine. Some Afflictions will tell you to draw an additional Circumstance.

Encounters: Encounters are combat scenarios (see page 45).

Events, Discoveries, & Treasure Cards: There are several varied Events, Discoveries to uncover, and Treasure cards to gain in the Circumstance deck.

Nature: Nature cards are environmental situations that affect the group. Only one may be in play at any time.

Circumstances
4
5
Event
Thieves!
Your Gold has been stolen! Each hero loses all Gold.
Each hero rolls all Skills. If any hero succeeds on all 3 rolls, you locate the Bandits. Each hero reclaims what was stolen from them and you may turn them into a City.
The next time you return to a City, each hero gains 6 Gold.
Treasure
Aremi's Ring
You've found a precious ring bearing the mark of Magistrate Aremi!
You may turn in this card to Rethwind Dale for a bounty of 4 Gold per hero, or you may keep the magical ring.
If you do keep the ring, the group may use it once before a single combat round. Roll the six-sided die and add the result to the rank of each hero's action. This die may
Affliction
Sickened!
Draw one more card
Treants!
Magical Nature
10
10
Group Reward
4
0
Event
Spoilage
Unavoidable
It has been raining for days and your gear is soaking

4 Settle an Event

- If you end Movement on a City, Shrine, Ruin, Boss, or Quest location, resolve the Event.
- If you do not end Movement on any of the locations listed above, there is no Event this turn.

Game Play Placards

You'll find information on the following Event locations on their matching placards: City, Shrine, Ruin, and the Black Market (see page 19).

Bosses

There are nine Boss locations on the map (outlined in red). A Boss event occurs when the group ends Movement on a Boss location, triggering combat with the Boss. The heroes may move through a Boss location on the map without initiating combat with them. Defeating Bosses offers great rewards!

Hex Tokens: After you've defeated a Boss, place a hex token on the location. Bosses may only be defeated once.

Quests

Quests are challenges that the heroes can face and complete in order to gain access to the Power Up deck. Completing these will help you empower your heroes.

5 The Villain: the Dead King

- The Dead King does not begin play on the game board (see Appearing on the Board below).
- When the Dead King is in play, he moves at a speed of 1 hex plus 1 hex per Fallen City per Game Turn.
- He moves in a straight line, doesn't Wander, may move over any type of terrain, and may move less to end movement on his target.
- If the Dead King's path to his target moves him within one hex of the heroes, and he still has Movement remaining, he targets the heroes instead and initiates the final battle.

Appearing on the Board

During the Dead King phase of each Game Turn, the group rolls the six-sided die. If you roll a hex, the Dead King appears on the game board. Each turn he does not appear, drop the value by one. For example, on the second turn he appears on a roll of 5 or hex. On the third he'll appear on a roll of 4, 5, or hex.

On the turn the Dead King arrives in the valley, roll the six-sided die again. The result is the city that the Dead King has taken. Place the Dead King miniature and a Fallen City token on this City.

Targeting & Moving

During this phase of each subsequent Game Turn, the Dead King will either select a new target, or move toward his current target (he cannot do both). To determine a target, roll the six-sided die and place the Dead King target token on the resulting City.

If you roll a City that has already fallen, roll the die again until you determine a new target. If only one location remains, it is automatically selected.

If you roll a 10 in a Ruin Event and the Dead King has not yet appeared on the board, it forces an entry.

Fallen Cities

Cities that have been visited by the Dead King fall to his power. Place the Fallen City token on it to designate the change. The players can no longer visit this city to turn in Quests or purchase items from the Market.

When all Cities Fall

If the Dead King turns all Cities on the board, his new target automatically becomes the heroes. He will move towards them each turn.

Reclaiming Fallen Cities

Cities that are Fallen can be reclaimed by the players. To do so, heroes must first obtain a Talisman from a Shrine and then bring it to the Fallen City.

They'll enter combat with the Dead King's lieutenants there. Consult the City placard for more details on reclaiming a Fallen City. Reclaiming a Fallen City reduces the Dead King's Movement by 1.

Fighting the King in a City

It is possible for the Dead King to turn a City while the heroes are inside it. If this happens, the group must battle him immediately, but must also face the Fallen City alongside him.

Be sure to have a Talisman for this battle. If you do not, you will be surrounded by his Legion, will succumb to the Dead King's power, and you will lose the game.

Dead King Target Token

Fallen City Token

COMBAT

Combat Round Overview

Declare Hero Actions

- Each player declares which of the four Abilities their hero will use during the combat round and declares their action total (damage, healing, etc).
- One player records each hero's total on the Battle Mat.
- You do not need to specify a target at this time if your Ability requires one.
- Roll any Favored Opponent damage.

Opponent Actions

- The Encounter or Boss action is selected randomly, using the six-sided die.
- Determine the target(s) and damage dealt.

Resolution

- All actions take effect simultaneously.
- Record damage dealt to both the heroes and the opponent.
- Apply Conditions, if any.

Next Combat Round

Combat can occur in any phase of the Game Turn.

Combat is very straightforward, even though many alternatives will arise.

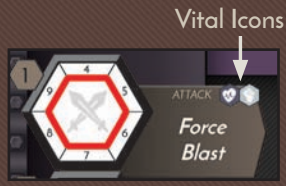
Skim through this section, check out the combat example on page 55, then use the rulebook carefully to guide you through your first few battles.

1 Declare Hero Actions

- Each player selects one of the four Abilities their hero will use during the combat round and spends any Energy necessary to activate it.
- Player actions occur in no particular order, they interact at the same time.
- You do not need to specify a target if your Ability requires one.
- One player should record all numbers on the Battle Mat (see page 40).

The Four Abilities

When using your basic Attack Ability, choose to inflict a type of Vital (as indicated by the Vital icons shown on your Attack Ability). Your hero will inflict the chosen type of damage equal to your Ability rank. In the example shown here, the Sorcerer may use their Force Blast to deal either Health or Energy damage (not both). You may choose the type of damage dealt each time you use the Ability.



When using your basic Defend Ability, your hero reduces each attack damaging them equal to the rank. If using one of your Masteries, one or more Energy is spent to power the Ability. Each Mastery is unique to each Role. Masteries only deal the type of damage specified in their description (you may not alter the damage type, even if your basic Attack is used by the Mastery).

Heroes do not need to specify a target until the Resolution phase. Additionally, some Abilities offer choices on how they can be used. In these situations you do not need to specify how you're using the Ability. For example, the Priest can simply say "I'm using Channeling" and wait to choose who she affects until the end of the round. This means that during the Resolution phase she can decide how she's using the Mastery.

Target types

Heroes and opponents all have various abilities that can effect each other in unique ways. The following list defines the various types of targets which can be targeted by abilities.

Ally: An ally is considered to be any other member of a hero's group (for instance, other heroes, Escorts, or Summons). An Ability or effect which targets an ally cannot target yourself.

Hero: A hero is considered to be any living hero. An Ability or effect which targets a hero can only effect heroes.

Group: All members of the heroes' group (including the heroes and all allies).

Opponent: Any foe who means to harm the heroes or their allies.

Target: A target can be any character involved in an aspect of game play, including (but not limited to): heroes, opponents, and allies.

Calculating Effects

During this phase of combat, you will be calculating the effects of your action. Heroes who are damaging an opponent will declare the damage dealt (record it on the Battle Mat). Those who are not damaging an opponent will apply the effects of their Ability during the Resolution phase.

Rounding Numbers

Unless otherwise specified, anytime an action or result is halved or cut into a fraction, round down to a minimum of 1.

Racial Abilities during combat

Heroes may use their Racial Ability during any phase of combat, so long as they can pay its cost, without interrupting their action for the round.

Favored Opponent Damage

See page 43 for more information on Favored Opponents.

Using an Item during combat

Using the Defend action allows heroes to use a single item on themselves, an ally, or give another ally a single item. Heroes who use or give an item are still Defending (it does not replace the Defend action). Heroes do not need to specify that they're using an item until the Resolution phase of combat. Food is considered an item, and a number of units up to your hero's Food Rating can be consumed in combat, if necessary.

Fleeing from combat

During the Declaration phase of combat, heroes who wish to Flee must roll their Navigate with a -2 bonus to the roll. If successful, they leave combat after the Declaration phase (and thus cannot be targeted). If unsuccessful, they may only Defend this round. Each round they attempt to Flee, they gain an additional -2 bonus to the roll (making it easier to Flee). Each hero must Flee in order to leave the combat. Once the entire group has fled, or combat ends, the group Wanders (see page 27). Immediately move to the Villain phase of the Game Turn.

Heroes who Flee may not re-enter combat and do not receive any rewards, even if the Opponent is defeated by other members of the group. If you attempt to fight an Opponent you've previously fled from, their Vitals are reset to full.

The Battle mat

- Use the Battle Mat to keep track of Movement speed, group items, Game Turns, Combat Rounds, Escorts, your opponent's Vitals, and more.
- You may modify the game's Difficulty here.

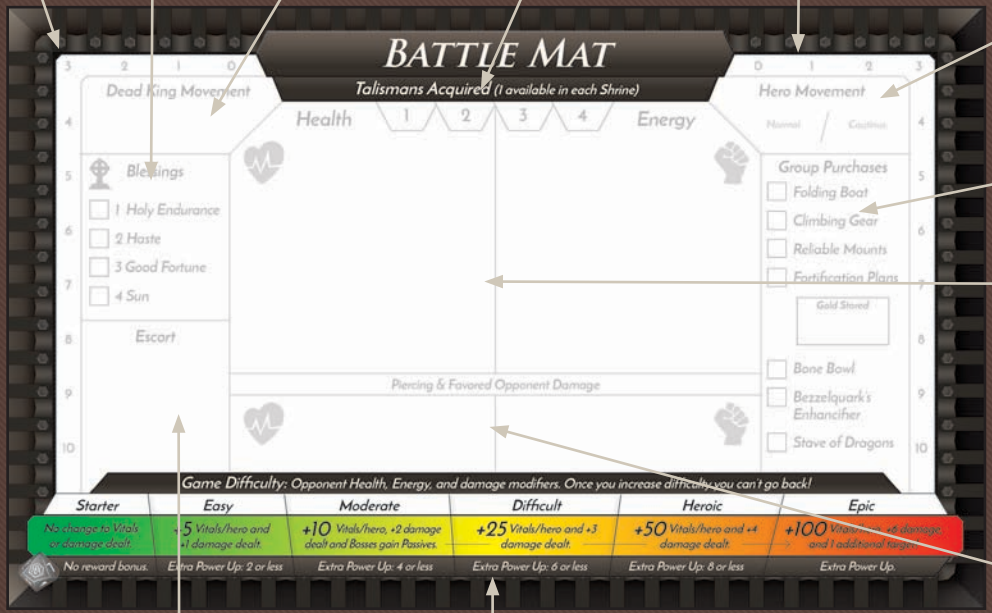
How to use it

We recommend that one player keeps track of the Battle Mat throughout the entire game. During the Declaration phase of combat, players will note how much damage they're doing to their opponent(s). The player in charge of the Battle Mat will record this damage in one of two areas: the top area is damage that can be Defended against, while the bottom is reserved for damage that cannot be Blocked or Defended (like Favored Opponent damage).

Modifying the Game Difficulty

You can choose to increase the game Difficulty while outside of combat at any time (you cannot decrease the Difficulty once increased). Difficulty levels do not stack (you are affected by the current Difficulty).

Your opponent's Health, Energy, and all damage dealt will be modified by the amount indicated on the Difficulty bar. Increasing the Difficulty allows the group to roll a ten-sided die after they defeat an opponent. If the result is less than (or equal to) the number specified by the Difficulty, the group gains a Power Up. Difficulty cannot increase beyond Epic.



Miscellaneous 0-10 tracker

Blessings

Dead King Movement (Hexes per turn)

Talismans Purchased (only 1 per Shrine)

Miscellaneous 0-10 tracker

Hero Movement Normal / Cautious (Hexes per turn)

Group Purchases

Health & Energy Tracking

Health & Energy damage that cannot be negated

Escort Quests

Game Difficulty Bar

Opponents Types

- Opponents are either Encounters or Bosses. Encounters are ranked in Level from 1 to 6. Bosses are much harder and ranked in Level from 1 to 10.
- All opponents are assigned one of six types:

Creature: Creatures are natural animals and beasts.

Humanoid: Humanoids are sentient beings.

Monstrous Humanoid: Monstrous Humanoids are larger and more fierce than their humanoid cousins.

Magical Nature: Magical Nature opponents have been touched by magic.

Spirit: Spirits are insubstantial beings.

Undead: Undead are the cursed, they exist apart from life and death.

Dangerous Opponents

You may find that certain opponents are labeled **Dangerous**. This means that the opponent you're facing is more difficult than normal. When fighting a **Dangerous** opponent, increase the game Difficulty by 1 for that combat. After this battle the game returns to the current Difficulty, it does not stay at the increased difficulty level. While uncommon, it is possible for an opponent to raise the Difficulty level several times in one combat.

Favored Opponents

- Each hero has an advantage over a specific type of opponent determined by their Race.
- When facing your Favored Opponent in combat, roll the six-sided die during the Declaration phase of each combat round and record it on the Battle Mat as damage that cannot be Reduced or Negated (in the bottom section).
- Favored Opponent damage is a unique damage source.
- You may choose whether the damage dealt is Health or Energy. If you choose to deal Energy damage, your roll result is doubled.
- A roll of a HEX is 6 damage.
- Favored Opponent damage may HEXplode.

HEXploding Dice

You may find certain Abilities, items, or other situations specify that a die can HEXplode. This happens when you roll a hex (or another number as indicated) on the die. When this happens you may roll again and add the new result to the total. There is no limit to how many times you may reroll a HEXploding die.

2 Opponent Actions

- Opponents differ in the number of combat options available to them. Encounters have three options while Bosses have six.
- Roll the six-sided die each round of combat and consult the action key to determine what action your opponent takes.
- If the Ability rolled requires Energy, they spend the Ability's Energy cost this phase. If the opponent doesn't have enough Energy, their action defaults to another Ability (see page 45 and 47).
- If the group faces more than one opponent, roll the action die once for each opponent in any order.

Opponent Targeting

Opponent Abilities may target Individual or Group targets.

Individual: Abilities that effect individual targets (single, dual, triple, or multi-target attacks). Target dice are rolled to determine the target(s). Each target may only receive one Individual attack per round, unless otherwise stated.

Group: Abilities that effect each hero and their allies. Target dice are not rolled for group attacks.

Target Dice

You may need to determine a target for an opponent's action, or to determine who wins a single reward. For situations like these, each hero (and ally in the case of targeting in combat) rolls a ten-sided die. Compare your result with the others. The one with the highest roll becomes the target. In the case of a tie, the ones who tied roll again (without modifiers) until a target is chosen. When choosing multiple targets, the highest rolls become the targets; re-roll as needed to break ties.

Encounters

- Encounters are opponents found in the Circumstance deck whose Level ranges from 1 to 6.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Encounter takes.
- Encounters have three combat options:

Attack (red): This is the Encounter's basic attack. It costs no Energy to use.

Mastery (purple): The Encounter's Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon.

Default Action: If the Encounter doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack Ability instead. The action's targeting type remains the same, but the numeric effects (Damage, Heal, Raise, Block, Defend, etc.) are reduced by half.

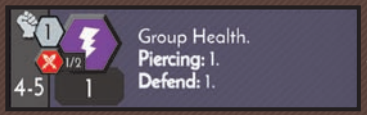
Special (dark gray): The Encounter's Special Ability costs no Energy to use and is generally the strongest attack it can perform.

The numbers under each Ability icon represent the damage the Encounter deals to its targets.

Encounter Actions

Each ability explains it's targeting type (Individual Target or Group), Damage type (Health or Energy), any keywords associated with the attack, or other miscellaneous effects.

In the example shown here, suppose the group rolls a 5 on the six-sided action die:



If the encounter has at least 1 Energy remaining, the heroes would face the Silk Spider's Mastery.

Each hero suffers 1 Health damage that cannot be lowered (Piercing: 1). The Silk Spiders also reduce 1 damage from each incoming attack (Defend: 1).

Bosses

Hex Token

- Bosses are difficult opponents whose Level ranges from 1 to 10. They are found in various locations on the map, outlined in red.
- If a Boss is defeated, the hex location is cleared and the Boss cannot be refought.
- After the Declaration phase, one player rolls the six-sided die and consults the Action Key to determine what action the Boss takes. Bosses have six combat options and one passive:

Boss Action Key

Attack (red): This is the Boss' basic Attack. It costs no Energy to use.

Defend (orange): This is the Boss' basic Defend. It costs no Energy to use.

Masteries (purple and blue): The Boss' Mastery costs 1 or more Energy to use denoted by the gray hex in the upper left corner of the Mastery icon. If the Boss doesn't have enough Energy, it cannot use its Mastery and it's action defaults to the Attack or Defend Ability instead (as per the small icon on the action's name title). Like Encounters, a defaulted action is reduced in potency (see page 45).

Boss Specials (white and dark gray): The Boss' Special Abilities cost no Energy to use and are generally the strongest attacks it can perform.

Passive: The Passive Ability is unlocked only if you're playing on Moderate Difficulty or greater.

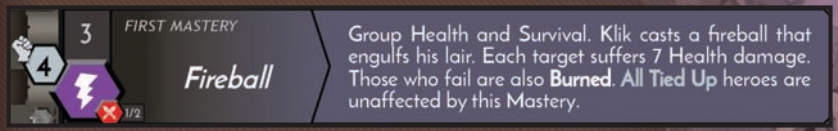
Bosses

Boss Level
Action Key (roll six-sided die)
Opponent Type
Health
Energy
Mastery Energy Cost
Default Action
Goblin Emperor Klik
56
46
Opponent Type
Undead
Attack
Goblin Hoard
Group Health. Dozens of goblins surround and assault the group. Each target suffers 3 Health damage. Add 1 to this damage each time Goblin Hoard is rolled after the first.
Defend
Body Shield
Klik is encircled by his allies. All damage dealt to the Emperor is halved this round (including Piercing and Favored Opponent damage). If Klik suffers 6 or more damage this round, All Tied Up also occurs this round.
First Mastery
Fireball
Group Health and Survival. Klik casts a fireball that engulfs his lair. Each target suffers 7 Health damage. Those who fail are also Burned. All Tied Up heroes are unaffected by this Mastery.
Second Mastery
Klik's Shaman
Single Target Energy. One target suffers 10 Energy damage. If the target is reduced to 0 Energy, a second target suffers 5 Energy damage. The emperor's Shaman also Heals Klik for 10 Health.
Boss 1
Life Siphon
Dual target Health and Energy. Two targets suffer 6 Health damage and 4 Piercing Energy damage.
Boss 2
All Tied Up
Two targets are Captured and their action ranks are halved this round. A hoard of them surround you, tie you to tall pikes and hoist them above the ground.
1/2
+3 Attack
Handy Elixir
Single Rewards
Group Reward
Gold 8
Food 3
Black Market
Klik's Cooler
Moderate difficulty or greater
If more than half the group is Captured at the end of a combat round, the goblins apprehend the group for several days. Combat ends, the Dead King acts twice, and then the heroes break free. They lose all Food and combat resumes at Klik's current Vitals.
Passive Ability
Action Descriptions
Single Rewards
Group Reward

Boss Actions

Each Ability explains its targeting type (Individual Target or Group), damage type (Health or Energy), Skill rolls, any keywords associated with the attack, or other miscellaneous effects.

In the example shown here, suppose the group rolls a 3 on the six-sided action die for Goblin Emperor Klik:


3
FIRST MASTERY
Fireball
4
1/2
Group Health and Survival. Klik casts a fireball that engulfs his lair. Each target suffers 7 Health damage. Those who fail are also Burned. All Tied Up heroes are unaffected by this Mastery.

If Klik has at least 4 Energy remaining, the heroes would face his Fireball attack. If he doesn't have the Energy, his action would default to a basic attack at half it's potency.

Each hero suffers 7 Health damage and must roll their Survival skill. Those who fail gain the **Burned** condition. Heroes currently affected by his Boss ability "All Tied Up" do not suffer any damage and do not roll Survival.

3 Resolution Phase

- The group's and opponent's actions all take place at the same time during this phase.
- During this phase, heroes and opponents select any unselected targets (if any) for their Abilities and all remaining action results are tallied (damage is dealt, Defended against, Healed, etc).
- Resolve any/all actions in any order you choose.
- When facing multiple opponents, each of their actions will resolve separately in any order.

Resolving Damage & Conditions

Effects that reduce damage are calculated first. Then all remaining damage and Healing are calculated into one total. The final result is then applied to the target. Resolve all damage to each group member and opponent(s) as necessary. Conditions are applied after all damage is calculated. Combat resumes with the start of a new round and continues until the opponent(s) or heroes are defeated.

Hero / Opponent Defeat

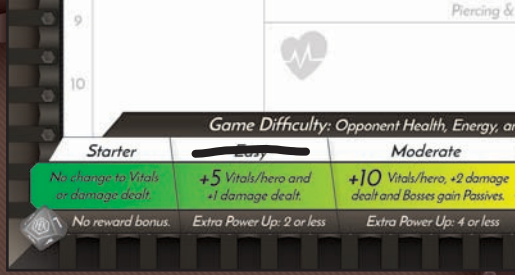
If a group member or opponent drops to 0 Health or less, they are in danger of dying. If the combat phase ends (and moves into another phase) and they remain at 0 Health or less, the hero or opponent dies. It is possible to drop below 0 Health and in the same combat phase be brought back above 0. For instance, if a hero is reduced below 0 Health and is Healed during the Resolution phase in the same round, the hero remains alive. In these cases the hero, or opponent, has escaped death. It is possible to suffer damage and die during the Declaration phase.

Negative Vitals?

When a combat phase ends, any negative Vital values are brought to 0.

Combat Example

The Brute, Sorcerer, and Priest have encountered the Bone Legion while playing on Easy Difficulty. Thus, the Bone Legion's Vitals are increased by 15 (+5 per hero). The Bone Legion begins combat with 37 Health and 27 Energy. Their Vitals are recorded on the Battle Mat.

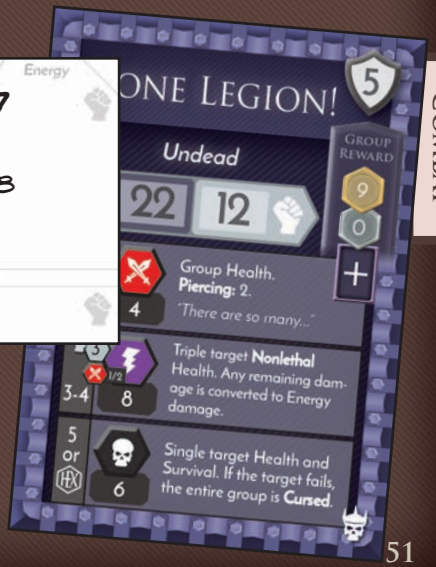

Piercing 2
9
10
Game Difficulty: Opponent Health, Energy, a
Starter
Moderate
No change to Vitals or damage dealt.
+5 Vitals/hero and +1 damage dealt.
+10 Vitals/hero, +2 damage dealt and Bosses gain Passives.
No reward bonus.
Extra Power Up: 2 or less
Extra Power Up: 4 or less

Declaration phase: Each player chooses their hero's actions. The Brute chooses to use **Aggressive Stance** and deals 14 damage that cannot be reduced. Additionally he treats this opponent as a Favored Opponent (because of his Mastery). He rolls the Favored Opponent die and the result is 4. This means the opponent will suffer 18 damage that cannot be reduced and is recorded in the lower section of the Battle Mat.

The Sorcerer declares she will use **Energy Leech** and deals 28 Energy damage. She records this damage under the Energy section of the Battle Mat.

The Priest declares he will use Channeling.

Each hero spends the 1 Energy cost for using their Masteries.



Opponent phase: The players roll the six-sided die, and roll a 3 for the Bone Legion's action. Each hero will lose 9 Health (8 base plus 1 for the Easy Difficulty rating). Because the Ability also states "Nonlethal", this damage will not kill the heroes, instead reducing their Health to a minimum of 1 remaining (see Keywords on page 56). Our heroes are not Defending this round, so they'll suffer all of the damage.

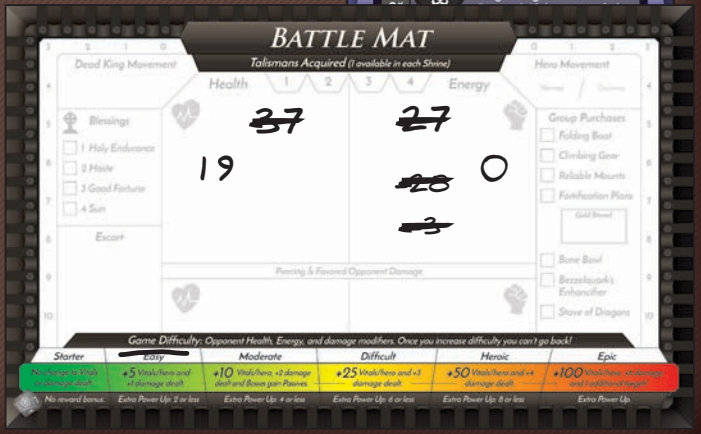
The Bone Legion spends 3 Energy to use this Ability. The Energy is used before the Resolution phase, so this loss is recorded in the Energy section of the Battle Mat.

Resolution phase: Now the players resolve all of the numbers. The Priest now chooses to Heal the Sorcerer for 14 Health instead of dealing 7 damage to the Bone Legion.

The Bone Legion suffers 18 total Health damage, which reduces their Health to 19. They are also left with 0 Energy.

The Brute and Priest suffer 9 Health damage, while the Sorcerer suffers none. The damage losses are recorded on their Role cards.

The Bone Legion still has Health remaining, so a new round will begin.



Hero Death

- If a hero dies, they are temporarily out of the game. The other heroes may attempt to **Revive** them in several ways.
- The other heroes gain access to the fallen hero's backpack, Gold, and Food, at any time outside of combat, or during combat while performing a Defend action.
- Any Gold, Food, or items a fallen hero would receive as a reward is divided between the other heroes outside of combat.
- Power Up card rewards are still taken by the deceased hero, but they are kept face down until the hero is **Revived**.

Reviving your heroes

There are many ways of bringing a fallen hero back from death:

Racial Ability: The Angelborn can revive a hero by sacrificing Energy.
Role Ability: The Divine One can resurrect a hero after death.
Reincarnation Scroll: Purchasable in Shrines, this item brings a hero back as a different race.
Revival Ritual: Purchasable in the Black Market, this item brings a hero back to life.

Creating new heroes

Players may alternatively opt to create a new hero if one has died or been removed from the game. The new hero gains 2 Power Up cards per Fallen City, and joins the group after the Skill phase the next time they arrive in any City, Shrine, Ruin, or the Black Market.

Rewards

• If the heroes defeat their opponent(s), they'll gain the reward shown on the card or placard.

Group Rewards: Each hero receives these rewards.

Single Rewards: Each hero rolls target dice (see page 44) to determine who receives a Single Reward. In single hero games, the hero gains all rewards listed. Allies (non-heroes) do not roll for single rewards.

Black Market: Each hero rolls a ten-sided die to see if Bezzelquark's Black Market opens (see page 55).

In the example below, each hero in the group gains 5 Gold, 2 Food, and 2 cards drawn from the Power Up deck. In addition, each player would roll Target dice. The player with the highest roll would gain +2 to their Navigate skill, and the second highest would gain the Potion. Each player would also roll another ten-sided die and hope to open Bezzelquark's Black Market (see page 55).

Optional Rule: Some players enjoy giving the Single Rewards to specific heroes in the group. At the beginning of the game, you may choose whether to reward these by chance, or by choice.

The Black Market

- The Black Market is not available at the start of the game.
- You gain a chance to open the Black Market after defeating a Boss.
- It is an additional city. You may turn in Quests, purchase items normally available in Cities, as well as specialty items only available in Bezzelquark's Black Market.
- Though the Black Market is considered a City, the Dead King does not target it!

Opening the Black Market

After you defeat a Boss, all heroes roll a single ten-sided die. Count the number of Bosses you've defeated. If any hero rolls that number or lower on the ten-sided die, the Black Market opens. Place the Black Market token on the group's current location. Once the Black Market is in play it also Roams (see page 27) after the Dead King moves.

Black Market Token

Keywords

Keywords appear bolded in white on various game components.

Keyword	Description
Block: X	Reduces total damage taken during the Resolution phase by the Block amount, beginning with Energy damage.
Boost	Temporarily increases a numeric effect as specified.
Defend: X	Reduces each incoming damaging effect by the Defend amount during the Resolution phase.
Heal: X	Increases current Health and/or Energy (as specified) up to the target's maximum by the Heal amount during the Resolution phase of combat, or anytime outside of combat.
Negate	Stops and removes an effect or attack, and all of its side effects.
Nonlethal	Nonlethal damage cannot drop a Vital to 0, instead dropping it to a minimum of 1.
Piercing: X	Deals damage which cannot be Defended or Blocked by the Piercing amount.
Raise: X	As Heal, except the total Healing may exceed the target's maximum Vitals, temporarily increasing the total by the Raise amount. Unless otherwise stated, Raised Vitals remain through the duration of the Game Turn in which they were gained, or until lost.
Reflect	Alters the target of an attack and/or effect back onto the attacker. An attack or effect may only be Reflected once.
Regen: X	As Heal, except the Healing occurs during the Declaration phase of each round. Regen cannot stack with itself. Applicable only during combat.
Revive:	Brings back a deceased target and restores them to full Vitals unless otherwise stated.
Strengthen	Permanently increase a numeric effect when specific criteria are met.
Summon	Creates an ally for the summoner. During combat, this ally acts on behalf of the summoner. It may become a target, and may be damaged and/or killed.
Sustain	You may spend 1 Energy each round to power the effect and may use other Abilities while the Sustained Ability continues throughout subsequent rounds. Unless otherwise stated, only one instance of the Sustained effect may be active at any time.
Teleport: X	Instantly move to a new location up to the Teleport amount or where specified. Unless otherwise stated, Teleport may be used during any phase, but when used during the Movement phase, the group is considered to be Moving Normally.
Unyielding	Targets may be targeted more than once by this attack. Roll for targets for each attack made.

Conditions

Many opponents do more than just cause damage. The Conditions on the next few pages may also affect your group (or your opponents). Unless otherwise noted, damage dealt resolves before applying Conditions during the Resolution phase. Each Condition may also have one or more of the following qualities:

- **Affects Any:** Conditions with this icon can affect your allies or opponents.
- **Persists:** Conditions with this icon remain active after combat ends.
- **Stacks:** Conditions with this icon may be gained more than once. Apply the numeric effects multiple times unless otherwise noted.

Condition	Qualities	Description
Bleeding		Bleeding targets lose 1 Health during the Declaration phase of each round. Bleeding continues until the target receives **Healing** or until combat ends.
Blinded		Blinded heroes must succeed on a Navigate roll during the Declaration phase of each round in order to act normally. If it fails, Ability ranks are halved this round.
Brainwashed		Brainwashed targets cannot act normally. They treat their opponent as their only ally and the group as opponents. If the target is attacking, roll target dice to see which group member they target. If the hero is using an Ability or item that can target themselves or an ally, they instead target the opponent (to **Heal, Boost**, etc).
Burned		Burned targets lose 3 Health at the beginning of the Declaration phase of each round and **Heal** 3 less Health each time their Health is **Healed**. The **Healing** reduction stacks but the Health damage dealt does not.

Captured		Captured heroes must succeed on an Explore roll during the Declaration phase of each round, or they lose their action.
Cursed		Cursed heroes cannot be **Healed**. Roll all three Skills during the Declaration phase of each round and during the Movement phase of each Game Turn. If you succeed on all three rolls, you are no longer Cursed.
Diseased		Diseased heroes who wish to use Energy must first succeed on a Survival roll. In order to rid yourself of the Condition, you must **Heal** in a location that provides **Healing** (City, Shrine, etc).
Fatigued		Fatigued targets lose 1 Energy at the beginning of the Declaration phase of each round of combat.
Entangled		Entangled heroes must succeed on a Navigate roll during the Declaration phase of each round in order to act normally. If they fail, they may only Attack or Defend, and do so with a -3 penalty.
Frozen		Frozen heroes cannot act. Roll Survival during the Declaration phase of each round. After two successes, you may act normally and are no longer Frozen.
Petrified		Petrified heroes cannot act. Instead, they Defend each round (but may not use an item). Roll Survival after the final round of combat. If it succeeds, the hero breaks the Petrification. If it fails, the hero dies.
Poisoned		Poisoned heroes lose 1 Health at the beginning of the Declaration phase of each round of combat and at the beginning of each Movement phase. They must also roll and succeed on a Survival roll in order to use Energy. If you Succeed on any 3 Survival rolls, remove the Condition from yourself.
Surrounded		Surrounded targets suffer 2 **Piercing** Health damage at the beginning of the Declaration phase of each round.
Trapped		Trapped heroes must succeed on an Explore roll during the Declaration phase of each round in order to act normally. If they fail, they may only Defend.
Wounded		Wounded heroes suffer a -2 penalty to all Ability and Skill ranks until they receive **Healing**.

QUESTS

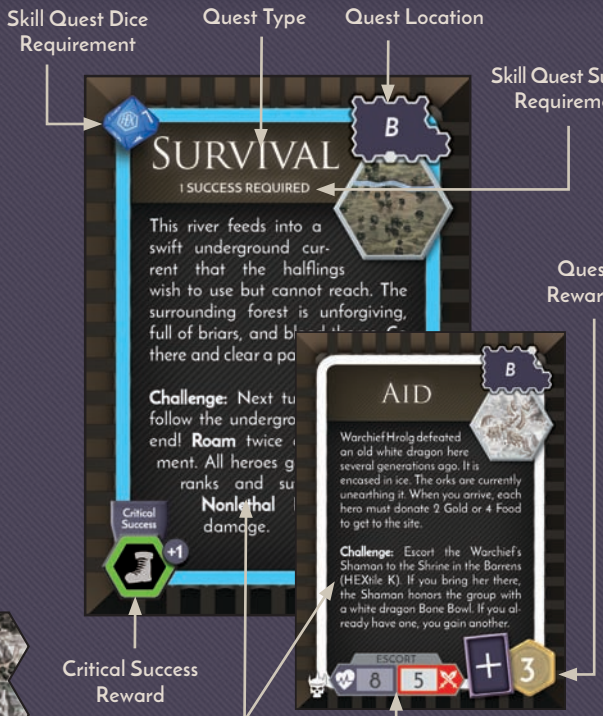
Quests

- There are several types of Quests:
  - **Aid:** White border. Usually requires you to bring an item or escort an ally, to or from, the location.
  - **Bounty:** Red border. Requires you to defeat a Boss.
  - **Invasion:** Purple. Requires you to save a City from an invading force.
  - **Skill (3 variants):** Green, Yellow, & Blue. Requires you to roll your Skill dice.
  - **Dual:** Dual Quests are like Skill Quests, but require more than 1 Skill to complete.
- The group may attempt to complete a Quest during the Event phase of the Game Turn if they end Movement on a Quest location.
- When attempting a Quest, read the paragraph and perform any actions (as specified).
- After you complete a Quest, turn the card face down on the Quest bar.
- Each time you enter a City (or the Black Market), turn in all completed Quests. Gain the reward for each and then discard them.
- You may also turn in 1 Quest per Game Turn in any Shrine.
- Immediately replace any turned in Quests with newly drawn ones.

Quest Locations

Each Quest designates a location you must travel to. Consult the graphic in the upper right corner of each Quest card to find the location. Two examples are shown below.

There are four map quadrants, labeled A through D, and ten HEXtiles labeled E through N. Look for the white filled in hex in each graphic to give you the general area, then look at the color icon matching the map hex to find your location.


Skill Quest Dice Requirement
Quest Type
Quest Location
Skill Quest Success Requirement
Quest Rewards
SURVIVAL
1 SUCCESS REQUIRED
This river feeds into a swift underground current that the halflings wish to use but cannot reach. The surrounding forest is unforgiving, full of briars, and
there and clear a pa
Challenge: Next tu
follow the undergro
end! Roam twice
ment. All heroes g
ranks and su
Nonlethal
damage.
Critical Success
+1
AID
Warchief Hrolg defeated an old white dragon here several generations ago. It is encased in ice. The orks are currently unearthing it. When you arrive, each hero must donate 2 Gold or 4 Food to get to the site.
Challenge: Escort the Warchief's Shaman to the Shrine in the Barrens (HEXile K). If you bring her there, the Shaman honors the group with a white dragon Bone Bowl. If you already have one, you gain another.
ESCORT
8
5
3
Critical Success Reward
Optional Challenge
Escort

Aid Quests

Aid quests require you to travel to a location and either pickup or deliver an item or ally. Generally they do not require any Skill rolls to complete.

Escorts

Escorts appear on Quests or Circumstance cards and require you to keep a target alive. They become an ally when you choose to attempt to complete the card. The Escort graphic will show you the ally's Health (they have 0 Energy) and the action they perform each combat round. The example to the right shows an ally that has 5 Health and Attacks each round for 4 Health damage. Escorts may be **Healed**.

Bounty / Invasion Quests

Bounty and Invasion Quests require heroes to defeat an opponent in combat. Travel to the location specified and defeat the opponent to complete the Quest.

Completed Bounties: If a Boss has already been slain by your group, you may immediately mark the Bounty as complete, and claim the rewards the next time you turn in Quests.

Invasions on Fallen Cities: If the Dead King creates a Fallen City in which an Invasion exists, the Invasion gains the Undead type and becomes **Dangerous**. The heroes must battle both the Invasion and the Fallen City in one battle.

Skill Quests

If the Quest is related to a Skill, the group rolls the Skill die shown on the card. Some Quests require more than one success as indicated under the Skill header. The group does not need to achieve all successes in one Game Turn.

In the example to the right, each hero would roll their Navigate skill. The Quest requires one success. If any one of the heroes succeed, the group completes this Quest. If all heroes fail their roll, they may try again next turn.

Additionally, if any of the heroes roll a Critical Success (see page 26), they also earn a bonus reward. In the example shown here, the heroes who roll a Critical Success gain a +1 to their Defense Ability rank.

NAVIGATE
D
1 SUCCESS REQUIRED
The dwarves have been monitoring dangerous activity along the King's Road. Scouts report that a great slime is to blame. Travel there and attempt to locate the strange creature.
Challenge: Camp here next turn. If you do, you draw the Gray Slime out of its lair and may battle it here. If you succeed in defeating it, each hero gains +2 Health ranks (this increases current and maximum).
Critical Success
+1

Dual & Triple Quests

Some Quests require you to roll more than one Skill. One player in the group must succeed on all Skills listed in order to be successful. For instance, a Dual Navigate/Survival Quest requires at least one hero to succeed on both their Navigate and Survival rolls.

Challenges

Some Quests offer an extra bonus for doing more than what is required to complete it. Challenges are written under the normal Quest requirement. You may attempt to complete a Challenge after you successfully complete the Quest. The Challenges are optional and do not need to be completed to turn in your Quest. However, if you do attempt a Challenge, you may not turn in the Quest until after you've completed it.

Heroic Rewards

Some Quests grant a Heroic Reward. These rewards are automatically gained the moment the heroes complete the Quest (you do not have to turn in the Quest to gain this reward).

Quest Rewards

Completed Quests are turned in at a City or Shrine for the reward shown on the bottom of the card. Each hero gains the reward. For example, if you are turning in 3 Quests, and the rewards shown are 4 Power Ups and 6 Gold, each hero would gain the reward.

In addition to the Power Up reward, some Quests give other rewards. Skill quests give you an extra bonus if you roll a Critical Success, as shown in the bottom left of each Quest card.

The Power Up Deck

The Power Up Deck contains many different types of Power Up cards. Heroes gain access to the Power Up deck by completing Quests, battling Bosses, exploring Ruins, and even defeating certain Encounters. When the group gains access to this deck, each hero draws their own Power Up card (unless otherwise noted).

Optional Rule: Some players enjoy giving drawn Power Up cards to specific heroes in the group. At the beginning of the game, you may choose whether to allow trading Power Up cards between the group. Generally we don't advise this when playing a normal game.

Game Options

Valor Score

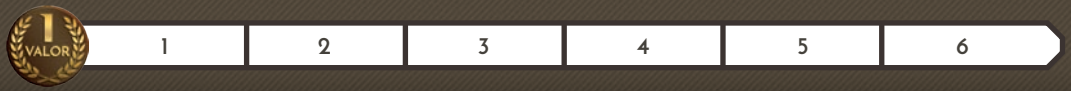
- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Valley of the Dead King.
- A player's Valor score is equal to the total Valor gained while playing any game in the series.
- All players playing a game of HEXplore It have a Valor score equal to the player with the highest Valor score.
- Valor may only be gained once per source (ie, all the players achieve only 1 Valor point for defeating the Dead King, no matter how many times they've vanquished him), and cannot be modified by other game effects.

Gaining Valor

In the Valley of the Dead King, there are many ways you may gain a point of Valor. Consult the adjacent graphic for more information.

Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

- ☐ **Defeat the Dead King on Starter Difficulty**
- ☐ **Defeat the Dead King on Epic Difficulty**
- ☐ **Defeat the Dead King inside a Fortification**
- ☐ **End the game with 100 or more Gold for each hero.**
- ☐ **Gain 5 or more Talismans in one game**
- ☐ **Win the game playing the Alternate Start #3 Scenario in the Story book**



Using Valor

Each time you play the Valley of the Dead King, consult the table below. You'll gain the highest tier bonus and all lower tier bonuses based on your total Valor score. These bonuses only affect the current game being played.

Tier	Valor	Abilities
Initiate	1-7	Each hero gains Gold equal to half their Valor Score to spend only on Gear Upgrades before the game begins. Any unused Gold is lost.
Adventurer	8-19	Before the game begins, roll the six-sided die and add it to your Valor Score for this game. This die may HEXplode. Each hero gains 1 rank increase to a stat of their choice.
Hero	20-32	The group begins play with 2 Exotic Maps. Each hero also gains **Metabolic Surge**: Once per game, suffer 4 **Energy Drain** to **Negate** all Conditions you suffer from. In order to win the game, you must defeat the Dead King on the Difficult setting or higher.
Champion	33-59	The group begins play with Fortification Plans. Each hero also gains **Champion's Call**: Once per game, **Boost** your Action rank by 5. In order to win the game, you must defeat the Dead King on the Epic setting.
Avatar	60+	At the beginning of the game, each hero chooses an Ability. Once per Game Turn during the Skill phase, roll a ten-sided die. If the result is equal to or lower than the rank of that Ability, you **Heal** either 1 Health or 2 Energy (your choice). Each hero also gains **Death's Defiance**: Once per game, you may **Negate** the damage an Undead opponent has just dealt you.

Play Styles

The following rules are included as options to supplement your gaming experience.

Double Up

This version of play presents adaptations to power up your heroes more quickly.

Here are the changes you'll adopt for the Double Up game:

1) Each time you gain access to the Power Up deck, take double the number of Power Up cards.
2) The heroes begin play with Bezzelquark's Enhancifier (found in the Black Market).
3) The Dead King appears on the board quicker than usual. He appears on the roll of a five or hex on the first turn, three through hex on the second, and automatically appears on the third turn.
4) The Dead King's movement speed is equal to 2 hexes + 1 hex per Fallen City, and he selects a new target in the same turn that he destroys a City.

Quick Play / Family Play

This version of play is for beginners to learn the ropes. It offers reduced play time.

Refer to Double Up changes (shown above) and add the following:

1) Power Up cards are drawn and applied to all heroes as a group instead of individually.
2) Before the game begins, the group draws 3 Power Up cards and gains their bonus.
3) The group begins moving at a rate of 5 hexes per Game Turn instead of 4.
4) Reduce the Dead King's initial Health by 40 (to 140).

Marathon

Playing the marathon version prolongs the game, but also gives the players the opportunity to interact with more game content. Expect the Marathon game to spread out over the course of 4-6 hours.

Here are the changes you'll adopt for the Marathon game:

1) Players must complete at least 10 Quests to win the game.
2) Players must destroy each Boss to win the game, but may do so in any order.
3) The game difficulty increases by one after the players defeat every other boss (from Starter to Easy after boss 1, to Moderate after boss 3, etc).
4) The Dead King's movement speed is equal to 0 hexes + 1 hex per Fallen City.

Multiple Heroes

If you'd like to create two heroes and play both, ask the other players if it is allowable. If the group agrees to this style of play, any player can play two heroes at once.

One Player

There are two ways to play using this style. The first is to use two heroes. This is the easier option and requires no special rule changes. You will treat the game as if it were a two player game. The second way to play the one player game is to do so with only one hero.

Here are the changes you'll adopt for the One Player / One Hero game:

1) During the Declaration phase of combat you may choose to spend 1 Energy to perform the Defense action at half rank and take another action simultaneously. You may still only use one item per turn.
2) The Dead King moves at the rate of 0 hexes + 1 hex per Fallen City.
3) When rolling Skill dice to attempt a Quest, roll twice and apply both results.

If you find this play style is too difficult with the hero of your choice, try combining it with the Double Up play style.

Dual Boards: FoA + VotDK

If you have both the Forests of Adrimon and the Valley of the Dead King, you can integrate the two games to play both at once. Playing the Dual Boards version will give you an entirely different play experience. You'll have to take care to avoid both the Dead King and the Magi. One of the two bosses will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

Game Setup

1) Combine the four quadrants from each game and place in any orientation you choose to create your map. Shuffle and place the HEXtiles from each game face down in separate stacks.

2) Shuffle the FoA Power Up deck, and set aside.

3) Place the VotDK Quest bar on one side of the table. Place the FoA Destination deck on the first slot. Draw three Destinations each for the second and third slot. Place the Quest deck on the hex slot. Draw three Quests each for the fourth and fifth slots.

VotDK Quest Bar

4) Place the FoA Circumstance bar on the other side of the table. Place the FoA Circumstance deck face down on the first slot. Draw two Circumstances each for the second and third slot. Place the VotDK Circumstance deck face down on the hex slot. Draw two Circumstances each for the fourth and fifth slot.

5) Place all Relics aside.

6) Roll the Magi's Acropolis normally and place on the corresponding Enthralled City.

FoA Circumstance Bar

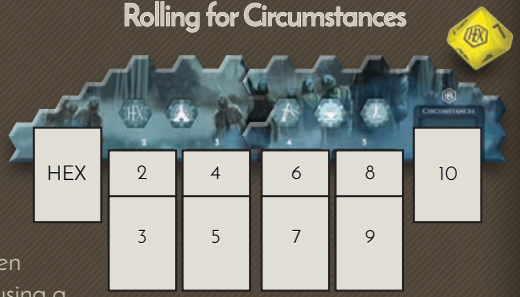
Starting Location, Equipment, and Gold

- Roll any die at the beginning of the game.
  - If you roll an odd number, your heroes begin in a City in the Valley. Gain the starting items from VotDK.
  - If you roll an even number, your heroes begin outside an Enthralled City in the Forest. Gain the starting items from FoA.
- Additionally, the heroes gain a Movement item based on their location.
  - If you begin in a City, the heroes gain Reliable Mounts.
  - If you begin outside an Enthralled City, the heroes gain Elven Riding Saddles.

Altered Rules

Playing Circumstances:

When you roll for a Circumstance, roll a ten-sided die instead of the six-sided die. See the graphic here to determine which card is played based on your roll.



Additionally, the group may choose to face both Circumstances that appear in the slot, beginning with the result rolled. If both Circumstances are Encounters, resolve both in one combat. When you use an effect to cycle these cards, you're cycling the slots, so using a Luck Stone on slot 3 (numbers 4 and 5) would discard all cards in that slot.

Quests, Destinations, and Relics:

- **Refilling Quests:** Each slot on the Quest/Destination bar refills to 3 cards each time the heroes visit a City or a Waypost.
- **Relics:** When the heroes obtain enough Fragments to craft a Relic, that Relic becomes craftable in the first Battle Site available, starting with Battle Site 1. The Paragon's Hall is treated as a fifth Battle Site.

HEXtiles:

- **Revealing HEXtiles:** When you draw a HEXtile, draw one from both the Forests and the Valley stack. Choose one to play and place the other HEXtile on the bottom of the opposite stack.

Game Locations:

- **Wayposts:** Quests may also be turned in at Wayposts.
- **Ruins:** When facing the 9th Ruin Event "Boss Lair", randomly decide a tied result between Boss Levels.
- **Bezzelquark's Black Market:** When rolling to open the Black Market, include all Forest Bosses you've vanquished.
- **Bezzelquark's Black Market:** Bezzelquark recognizes the worth of Nature's Essence and will purchase it from you for twice the Selling Value (see page 21).

Card Decks:

- When a card's effect would have you draw more cards, draw from the same Volume (VotDK or FoA).

Bosses:

- The Dead King will not target or initiate combat with the heroes before confronting the Magi.
- The Dead King moves at a speed of 2 + 1 for every Fallen City.
- The heroes may not target the Dead King until they have obtained at least 3 Talismans, and have increased the Difficulty to Moderate.
- The heroes may not target Adrimon until they have acquired at least 2 Relics, and have increased the Difficulty to Moderate.

Valor:

- If you begin the game in a City, use the Valor table from the Valley of the Dead King.
- If you begin outside an Enthralled City, use the Valor table from the Forests of Adrimon.

The Dead King & Adrimon Game Events

• When one of these events occur, alter the game as indicated below:

If the Dead King gains 3 Fallen Cities first: Adrimon's mindwiped invade the Fallen City that is closest to her Acropolis, converting it into an Enthralled City instead. The Dead King moves slower, but still considers it a Fallen City for the purposes of counting these game events.

If the Magi's Fate Cycle becomes 3 first: The Dead King's Movement speed increases by 1.

When the Fate Cycle becomes 6 or the Dead King gains 6 Fallen Cities: Roll a ten-sided die and add the Fate Cycle. If the result is equal to or lower than twice the number of Fallen Cities, the Dead King recognizes Adrimon's influence and immediately targets the Acropolis. When he arrives he seizes control of the Magi's Fate Spool and remains in the center of the Acropolis for the rest of the game. The Fate Cycle continues to increase normally. If the result is higher, Adrimon mindwipes the Dead King.

If the heroes defeat the Dead King or the Magi before one of the above events: Draw 2 Power Up cards and give twice the bonus to each hero and ignore any additional events. If the Magi is defeated, the Fate Cycle stops and is set to 0. Enthralled Cities become Wayposts.

One Boss to rule them All

When the second boss event occurs, check to see which of the two overcomes the other.

If the Dead King obtains the Fate Spool:

- Every other Game Turn, during the Dead King phase, one City is turned into an Enthralled City. If no Cities remain, an Enthralled City is turned into a Fallen City instead. He uses the Fate Spool to drain the life from the surrounding populace.
- During the Dead King phase of each Game Turn, the group suffers Energy Drain equal to half the Fate Cycle.
- The Dead King gains a Soul Shield equal to his total Health.
- The Dead King's attacks and Conditions deal 1 extra damage.
- All remaining Sentinels crumble to dust, are removed from play, and no longer spawn.
- When the heroes face the Dead King in the final battle, they must first destroy Adrimon, and then immediately battle the Dead King. Healing is not possible between battles.

If Adrimon mindwipes the Dead King:

- The Fate Cycle increases by 1, and the Fate Tracker now advances by 2 every Game Turn instead of 1 for the remainder of the game.
- Adrimon's attacks and Conditions deal 1 extra damage.
- Adrimon's whereabouts are unknown. She cannot be found in the acropolis.
- The Magi commands the Dead King and his legion to target the heroes. His movement speed is equal to the Fate Cycle, and he gains a Soul Shield.
- If the heroes defeat the Dead King, the Magi immediately Teleports to the heroes' location and initiates the final combat. Healing is not possible between battles.

If you feel you're powerful enough, you can choose to fight both bosses at the same time during the final battle.

Living Card Campaign

Continue your journey into the Valley of the Dead King through our Living Card Campaign to ensure you'll always have fresh content to add to your adventures!

Two cards found in the Quest deck and one card found in the Circumstance deck contain a website URL and QR code.

www.hexploreit.com/vol1/living

When your group draws one of these cards, simply scan the QR code or head over to our website to see what new situation you'll face. We'll release one new card for each every month, until the game turns 1 year old.

That is 36 new cards for your game!

Bezzelquark's Special Favor
"What was that?"
The Shrine of Seasons
This was once a shrine dedicated to a Nobleman who once led a group of heroes in a battle against a powerful evil sorceress.
Since his fall from grace, it has become a site honoring nature and the source of power that thwarted this ancient evil.
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Simply use the QR code below, or navigate to the website address listed above to find out what happens next!

Ready for your next adventure?
www.hexploreit.com/vol2
Volume
II

Cleaning your Dry Erase Mats

- Many cleaning problems begin with a dirty eraser. At the end of the game, we recommend you use a damp fiber-less wipe to clean your game mats. That way the majority of the ink is kept off your erasers.
- Clean your mats at the end of every game. If you leave your board dirty, the residue dries and is more difficult to wipe down.
- Still have pesky stains? Marker stains may be removed with Isopropyl Alcohol (90% solution), Peroxide, Hand Sanitizer, WD-40, or even Toothpaste.

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